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ROLL & PLAY

THE GAME MASTER'S CHRISTMAS ESSENTIALS

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Festivities Await

Greetings game master,

There's snow on the trees, sleigh bells ringing and carollers on every corner, which can only mean one thing... the time to run festive RPG sessions has come around again! This book is stuffed with random tables, NPCs and quest ideas to help you run the most wonderful game of the year. Either before or during a session, follow these instructions:

1. Go to the table you need

2. Roll the indicated dice (or choose a result)

3. Look up the outcome and apply it to your game

And that's it! You will have just produced festive content that will bring cheer to your players with minimal preparation. Of course you can use the tables as a spark to ignite your own creativity, adding to or adapting anything in the book with your own ideas!

All the best for the holidays,

Sam

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Celebration Names

Populate your merry winter villages with the names in the tables below, and generate a unique celebration that the inhabitants of your fantasy world rejoice in every year! It won't be long before the townsfolk and the players are counting down to the holidays.

Townsfolk names

1. Toto
2. Junior
3. Christoff
4. Ashon
5. Eriksson
6. Buddy
7. Clark
8. Ralphie
9. Cindy
10. Cornelius
11. Ebenezer
12. Teddy
13. Ellanora
14. Alfred
15. Ernest
16. Gwendo
17. Randolph
18. Holly
19. Netta
20. Amundy

1d20

Winter village names

1. Frostig	1. -dorf
2. Drift	2. -stead
3. Sleigh	3. -river
4. Pine	4. -branch
5. Fjäll	5. -gate
6. Snow	6. -stadt
7. Aurora	7. -weald
8. Coldwind	8. -spire
9. Hjort	9. -feld
10. Berry	10. -shire

2d10

Festival names

1. Winter	1. Passing
2. Moon's	2. Chorus
3. Icestorm's	3. Crest
4. Arctic	4. Reach
5. Penguin's	5. Procession
6. Ancestral	6. Stride
7. Glacier's	7. Equinox
8. Bluegill's	8. Embrace
9. West Wind's	9. Blessing
10. Candles'	10. Dream

2d10

Celebration times

1. The last day of the year.
2. During a solar eclipse.
3. When the first snow falls.
4. On the winter solstice.
5. When the bears hibernate.
6. On a monarch's birthday.
7. After a yearly dragon visit.
8. Anniversary of a war ending.
9. When the jingleberries grow.
10. After the birds migrate.

1d10

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Folklore Figures

Long winter nights lend themselves to storytelling, whether its to share joy or pass on a cautionary tale. Develop some local lore with one or more of these festive characters. It's up to you if the tales are fact or fiction!

Let me tell you about...

1. The Frost Prince – A kind boy, but his parents' cold hearts froze him solid.
2. Madam Buckle – Legendary innkeeper who fed an entire village with one potato.
3. The Holly Sisters – Three forest nymphs who play tricks on winter travellers.
4. Merry and Bright – Half-orc siblings, famous for sharing.
5. Rou – Dire wolf who rescued a child that got lost in a blizzard.
6. Old Krinkus – Mean cobbler who puts splinters in people's winter clogs.
7. Great Garlanda – Giant who loves decorating, often with hilarious consequences.
8. Arura – Famous witch who can take the form of a polar bear.
9. Twinkle the Troll – Lonely troll who was invited to a feast, then saved the village from fire.
10. The Snow Lark – Bringer of peace who is often depicted with glittery wings.
11. Tarrance Tirry – Confectioner whose creations came to life.
12. The Silent Stag – Haunts quiet winter evenings. Elderberries drive it away.
13. Icebeard – Pirate lord, dressed in red. Delivers treasure to good children.
14. Mayor Humbug – Based on an infamous town leader, now a nickname for grumpy folk.
15. Dozy the Bear – Tales of this hibernating brown bear are told to keep children quiet.
16. The Cold Knight – Weary warrior in search of firewood.
17. Tandl's Elves – Not true elves, these toymakers live in a magic treehouse.
18. The Grouzels – Fey visitors who cause mischief, create mess and make food vanish.
19. Flurrydust – Elemental being said to bring the first snowfall.
20. The Greedy Griffin – Eats decorations if not appeased with other treats.

1d20

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Treasured Traditions

How do citizens historically mark their seasonal celebration? Roll on the tables below to discover some beloved customs. Get your players involved in the festivities and they are sure to have a merry old time!

Time-honoured activities

1. Families make long paper chains inscribed with their hopes for the coming season.
2. A candlelit procession takes place led by a lone piper.
3. Children throw toy wooden weapons into the fire to show they wish goodwill to all.
4. A skating pageant is held, featuring ice-dancing, speed races and other challenges.
5. A coat stand is left outside overnight. Hats, mittens and pockets get filled with treats.
6. Citizens dress in traditional winter costumes and play folk tunes as the sun sets.
7. Bags of dried fruit and nuts are exchanged. A silver coin is sometimes added for luck.
8. People wear their most garish clothing, preferably glittery.

1d8

Traditional decorations

1. Shiny items, such as cutlery and tools, are strung from ceilings to reflect light.
2. Sweet-smelling candles are placed in glass candelabras.
3. Silhouettes of folklore figures are displayed in windows to create festive scenes.
4. Knitted scarves are tied around chimney pots to bless the house with warmth.
5. Strings of lanterns are draped on buildings and in trees.
6. Simple pieces of foliage are gathered from the fields and forests to decorate interiors.
7. Rods of different heights are driven into the ground. Silver snowflakes spin on top.
8. Painted baubles depicting local and family history are hung above the fireplace.

1d8

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Merry Meetings

The holidays are a time to be together! If your group hasn't adventured with one another before, these are perfect excuses for them to meet during the festive season. They can also be used to draw an existing party into a new adventure.

Any excuse for a party

1. Party members each receive a greetings card from an old foe, with an intriguing invitation.
2. Intoxicating smells of creamy chocolate and cinnamon draw the party to a small cottage.
3. The party all go to unwind in the same thermal pool.
4. A series of incorrectly delivered parcels brings the whole party to the post office.
5. The party come to the help of a villager trapped under a huge pile of decorations.
6. The celebrations in a specific town are considered a “must-see” for passing travellers.
7. The party all apply to work as seasonal staff at an ice rink.
8. A celestial being visits each party member with a warning the festivities are under threat.
9. The music at a tavern disco is catchy enough to get the whole party dancing together.
10. A mutual friend invites the party to a seasonal banquet.
11. Notices offering a bounty for a missing toy attract the party’s attention.
12. As impartial outsiders, the party are all asked to judge a town snow-sculpture contest.
13. The party sit next to each other during a carol concert.
14. The party draw each others’ names in a supposedly random gift exchange.
15. After the winter market is destroyed by a storm, the party offers to help repair it.
16. The party unwittingly buys matching festive outfits.
17. A shooting star leads the whole group to a frozen lake.
18. Unable to secure rooms at the inn, the group seeks out alternative accommodation.
19. An axle breaks on the taxi wagon the party are sharing, leaving them stranded.
20. The party are all trying to buy the same snow globe, but there is only one available.

1d20

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Holiday Habits

Roll on the table and insert the name of one of your party to discover what charming or irritating holiday habits they might have. Assign a habit to each player in secret before your session for extra fun and games!

Adorable or annoying?

1. _____ is always trying to persuade others to play a game of charades.
2. _____ wakes up one or two hours early because they are too excited to sleep.
3. The holiday spirit inspires _____ to whistle merry, but repetitive, tunes.
4. _____ thinks everything is either too hot or too cold.
5. The first to fall asleep after dinner is _____.
6. _____ grumbles if they get glitter on their clothes.
7. _____ wraps their gifts beautifully, but the contents are often broken.
8. Despite loving traditional songs, _____ can never remember the lyrics.
9. _____ embellishes their outfit with festive flourishes, the brighter, the better!
10. Whatever they claim, _____ would be sad if they didn't receive a gift.
11. _____ has been planning for the celebrations for many months.
12. Don't play games with _____! They always sulk if they lose.
13. _____ constantly asks everyone if they are having a good time.
14. _____ sneaks a peek inside wrapped presents.
15. _____ straps bells to their boots and jingles as they walk.
16. It is incredibly important to _____ that the decorations look perfect.
17. _____ regifts most presents that they receive.
18. If you need help with the cooking, _____ is always happy to help.
19. _____ recounts stories about previous celebrations.
20. _____ makes all of their gifts themselves, with varying degrees of skill.

1d20

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Festive Quests

The party has been tasked with...

1. clearing a safe supply route through snow-blocked roads.
2. helping locals keep their festivities a secret. A cruel ruler has banned celebrations.
3. sourcing new costumes and props for the upcoming winter fashion show.
4. defending the town against magical attacks from a bitter, lonely sorcerer.
5. reversing a curse that has begun turning one of their party into gingerbread.
6. recovering missing presents. A trail of wrapping paper and ribbon leads to a dragon's lair.
7. uncovering the culprit behind a poisoning at the annual baking contest.
8. removing a swarm of magical pests that have nested in the town's decorations.
9. convincing a greedy employer to give their staff a holiday.
10. stopping a spate of thefts, carried out by bandits who didn't get gifts as children.
11. assisting a banquet planner's frazzled apprentice decorate a haunted castle.
12. delivering a lone greetings card to a remote log cabin.
13. investigating why villagers are disappearing during wintery woodland walks.
14. herding a huddle of lost penguins back to their home.
15. exposing a heartless mayor who is trying to cancel the celebrations to save money.
16. breaking a spell that has trapped a snowy town in an unseasonal heatwave.
17. guarding a shopkeeper's wares. A rival is hoping to sabotage their festive sales.
18. rebuilding a festive grotto, which was destroyed by a fire many years ago.
19. tracking a nocturnal, magical being who has been leaving pastries on doorsteps.
20. protecting a glade of enchanted fir trees from illegal timber traders.

1d20

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Friends and Foes

The holidays can bring out the best and worst in people, and that includes NPCs. Some of these characters spread festive joy wherever they go, while others may bring bad tidings to your party.

Nice list

1. Bourdan Da Segno – Rings the town bells. Has a jovial voice.
2. Ola Berry – Retired teacher who knits mittens as gifts for all their former students.
3. Galynda Spinel – Owner of a jewellery shop. Finishes every box with a perfectly tied bow.
4. Elvir Zvonn – Flamboyantly dressed director of the local children's choir.
5. Densis Farwodsen – Reindeer herder who cares for their animals like family.
6. Oran Pry – Chatty lamplighter. Carries an extendable ladder.
7. Adi Homston – Quiet and timid butcher's apprentice; donates offcuts to those in need.
8. Neve Rufino – Dog-sled driver with rosy cheeks. They deliver letters, whatever the weather.

1d8

Naughty list

1. Krystalsbane – Mischievous frost elemental who creates patches of ice on busy paths.
2. Ubuneeze Pynch – Hikes prices during festivities, but never decorates their shop.
3. Iyalt Brussell – Miserly sprout farmer. Gives sprouts as gifts.
4. Wenda Kramwell – Council member who reports events that contravene local by-laws.
5. Junis Caragellen – Grouchy druid. Garlands and wreaths wither as they pass by.
6. Lollis Sniker – Callous thief who pickpockets children outside sweet shops.
7. Tin'selus of Icespire – Noble who sulks if they don't receive an invitation to every event.
8. Crelore Mynlind – Finds fault with everything they are gifted.

1d8

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Appearance and Items

Festive features

1. Tinsel is wrapped around the top of their head, as well as their wrists, ankles and hips.
2. They sneeze frequently, a symptom of a nasty cold.
3. Melted chocolate is smeared across their lips and fingers.
4. Their nose seems to glow red, which embarrasses them.
5. They walk with the aid of a wooden stick, painted to resemble a giant candy cane.
6. Several parts of their outfit end in a cluster of jingle bells that chime as they walk.
7. Sparkly glitter is still on their face from a festive party that took place last week.
8. Thin, gold-rimmed spectacles perch on the end of their nose.
9. Strands of snow-like crystals are braided into their hair.
10. Three floating, red balloons are tied around their wrist.

1d10

Cosy clothing

1. Their leather armour is dyed red, and ends in tufts of white fur around the collar and cuffs.
2. Mirrors and sequins woven into their navy robes catch the light and twinkle.
3. On top of their armour, they wear a red, knitted jumper.
4. Their warm, wintery mantle is made from polar owlbear hides.
5. A thick, black belt divides their bright green jumpsuit in half.
6. They wear shaggy, brown furs and a headdress made from reindeer antlers.
7. Their red jacket matches their red-and-white, striped top hat.
8. A claret soldier's uniform with a furry hat keeps them warm.
9. Their otherwise dark outfit is covered by a green poncho.
10. Baubles, bells, holly and miniature lanterns all hang from their red and gold robes.

1d10

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Wintery weapons

1. Oversized, swirly lollipop on a gnarled, white staff.
2. Greatsword with a serrated, holly-leaf shaped blade.
3. Large, wooden mallet for cracking nuts during banquets.
4. Tinsel taken from a tree; can fire baubles like a sling.
5. Dagger made from a snapped icicle; its base is wrapped in cloth to keep hands warm.
6. Hard candies that can be thrown like little darts.
7. Red ribbon taken from an unwrapped present; can be used as a makeshift whip.
8. Pine tree branch that has been turned into a longbow.
9. Morningstar with a sharp silver snowflake head.
10. Lumberjack's axe; often used to chop firewood.

1d10

Cheerful trinkets

1. Small, wrapped-up present.
2. Gift wishlist on parchment.
3. Cracker with jokes inside.
4. Stuffed cleric tree topper.
5. Miniature bottle of fine port.
6. Snow globe of a northern city.
7. Cinnamon-scented candle.
8. Rolled-up ball of gold ribbon.
9. Iced gingerbread man.
10. Jar of cranberry sauce.

1d10

Holiday accessories

1. Earrings shaped like puddings.
2. Crown made from paper.
3. Delicate golden bangles.
4. Shoes with upturned toes.
5. Floppy hat ending in a bobble.
6. Sparkly, sequinned tie.
7. Necklace made of jingle bells.
8. Fluffy, white, fake beard.
9. Fur-trimmed, burgundy cloak.
10. Chunky-knit mittens.

1d10

Don't just deck the halls

Use these tables to brighten up the characters in your game; decorations aren't just for the tree! Seasonal clothing and knick-knacks can give your players' returning characters or new one-shot characters a festive twist, and add sparkle and charm to the unique NPC you're designing.

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Jolly Performances

Sleigh bells ringing, children singing… what other sounds do you associate with the festive season? Roll on each of the tables to build up a captivating musical performance for your festival!

People gather...

1. around a bonfire,
2. in a place of worship,
3. at the mayor's mansion,
4. deep in the woods,
5. around a revered statue,
6. under the stars,
7. in a grand concert hall,
8. by a makeshift stage,
9. in a tavern basement,
10. around a piano,

1d10

to watch...

1. a local children's choir.
2. a trio of folk musicians.
3. a talented travelling bard.
4. beginner bagpipers.
5. the town theatre troupe.
6. a skilled string quartet.
7. enthusiastic townspeople.
8. a big brass band.
9. a group of merry revellers.
10. a famous opera singer.

1d10

They are performing...

1. an upbeat, chirpy tune.
2. obnoxiously loudly.
3. a beloved nursery rhyme.
4. traditional hymns.
5. new versions of old songs.
6. a sombre, reflective piece.
7. popular festive carols.
8. to raise money for charity.
9. requests from the crowd.
10. a haunting melody.

1d10

Their song is called..

1. Yearning for You-le.
2. Snowhere to Go.
3. One Holiday Knight.
4. Turkey in the Tavern.
5. This Magical Morning.
6. A Little Fall of Snow.
7. And One for the Dragon.
8. The Sword in the Stocking.
9. A Gift From a Foe.
10. Ice, Ice, Slayed Me.

1d10

Fun and Games

Parcel Pass

Players pass a gift in a circle, stopping after 1d20 passes. Whoever is holding the item at the end gets to keep it.

Pin the Nose on a Reindeer

After spinning in a circle, players test their dexterity to see if they can pin the nose accurately.

Cracker Pull

Two players roll in a test of strength. The winner gets a small gift, the loser takes damage from the explosive snap!

Ugly Jumpers

Everyone puts on festive jumpers and rolls for stealth. The lower the roll, the more garish the choice of jumper.

Decorate the Tree

Players describe the handmade decorations they make from items in their inventory.

Who am I?

A player thinks of an NPC who the party have met previously, the others ask five yes-or-no questions to guess who it is!

Many Thanks

Players practise giving a convincing thank you for a bad gift. They roll to see if they were suitably deceitful, or not.

Snow Fight

Players roll to test their acrobatic or athletic ability. The lowest scorer of each round goes to warm up inside.

Hide and Seek

One team searches, the other stealthily hides. The team with the highest combined score over five rounds wins.

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Food and Drink

Eat, drink and be merry with this selection of festive fare. Roll on the tables below to find out the seasonal speciality of your local area. Roll multiple times to put together a full feast!

Banquet dishes

1. Deep-fried parsnip crisps.
2. Platter of oysters and seaweed.
3. Rich hazelnut and truffle soup.
4. Pie with five types of meat.
5. Dense, wholemeal bread rolls.
6. Roast cockatrice legs.
7. Pickled squid on crackers.
8. Jellied peas in a crown shape.
9. Curried vegetable stew.
10. Cheesy roast potatoes.
11. An enormous, boiled turnip.
12. Steamed fish in leaves.
13. Saffron-infused flatbreads.
14. A wreath of chestnut stuffing.
15. Boar meatballs with gravy.
16. Stewed cabbage and nuts.
17. Fried eel on a stick.
18. Broth with boiled goose egg.
19. Wedges of pungent cheese.
20. Honey-glazed carrot spirals.

1d20

Sweet treats

1. Honey-topped oatcakes.
2. Wafer-thin raisin pastry.
3. Scoop of blue ice cream.
4. Dumplings oozing with jam.
5. Huge mint humbugs.
6. Sweet balls of pudding rice.
7. Star-shaped biscuits.
8. Chocolate folklore figures.
9. Rich suet pudding with figs.
10. Moist pomegranate cake.
11. Apple pastry turnovers.
12. Candied winter leaves.

1d12

Festive tipples

1. Fizzy cranberry soda.
2. Hearty, pine-needle tea.
3. Coffee with shaved hazelnut.
4. Hot, cloudy apple juice.
5. Sparkling elderflower wine.
6. Frothy milk and nutmeg.
7. Sweet clementine cordial.
8. Juice of winter berries.
9. Bitter cocoa drink.
10. Mulled wine with sweet fruit.
11. Thick, bubbly pint of mead.
12. Warming, peppery brew.

1d12

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Celebration Locations

1. A procession leads revellers out of town to a small frozen lake at the base of a mountain, where vendors sell tasty treats wrapped in patterned paper. Sleds and skates are rented to excited patrons.

2. Traditionally, celebrations happen at home, with households inviting their family, friends and neighbours inside for a meal. Rooms are filled with thick fur rugs and blankets to keep out the chill.

3. Weeks before the celebrations start, construction begins on a domed, ice structure. The interior walls are carved with murals depicting both ancient folklore and recent events. After hosting the festivities, the dome is allowed to melt away.

4. At dusk, locals gather in the nearby woods, carrying a glass jar with a candle inside. Families bring flasks and picnic baskets and wait for midnight, when an enchantment causes their candles to flicker in a series of beautiful, vibrantly coloured patterns.

5. A ring of temporary wooden huts is erected in the town square. Each one offers a different experience, whether it is folk musicians or stalls selling homemade gifts. All benefit from the light and warmth of a central bonfire.

6. Items normally stored in a tavern's loft are pushed aside to make space for dancing and other raucous revelry. Decorations are affixed to the sloping walls, while gaps in the floorboards are filled with wool.

7. For one day only, a three-storey house made entirely of chocolate is conjured into existence. Children and adults alike excitedly explore rooms filled with sugar-crafted lanterns and marshmallow furniture.

8. The immense oak-panelled banqueting hall of the local castle is open to all in the surrounding area. Everyone brings a contribution, whether it be large or small, to share with the celebrating community.

1d8

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Seasonal Encounters

Winter village

1. Smoke is pouring out of the village bakery. A town guard is struggling to maintain order as crowds rush to the scene.
2. A child runs up and gives one player a pricey gift. They insist it is for the player, although the tag says differently.
3. An angry mob is gathering outside the post office. It has been shut for three days and people are determined to get their deliveries!
4. A member of the party finds a book telling a strange, cautionary tale. Characters from the book soon start appearing in the town.
5. The party catch someone vandalising decorations. They are from another town and have a score to settle.
6. A wayward sleigh crashes into a row of market stalls, scattering the contents of both the sleigh and the stalls.

1d6

Arctic tundra

1. A heavy oak door stands in the middle of a vast ice sheet. A voice from behind it calls to a member of the party.
2. The party is suddenly pelted with snowballs. Is it a sign of aggression or just some light-hearted fun?
3. Giant slabs of curved ice block the party's way. On further inspection, the group discover they are on the edge of an enormous icy labyrinth.
4. The players discover a cuddly polar bear cub who appears to have lost its mother and wishes to travel with them.
5. The group must travel down a deep ravine. The fastest route appears to be a slippery ice slide. No one knows what is waiting at the bottom...
6. The players take shelter in what they think is an empty cave, but accidentally disturb a sleepy frost giant.

1d6

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Frosty forest

1. The party stumble into a glade of frost-covered silver trees. They can hear jingling bells, but cannot see the source.
2. Heavy footprints criss-cross the path behind the party. It is clear that a large creature is hunting them, and is close.
3. The group cross paths with a travelling merchant who is selling hats and shoes carved out of ice and snow.
4. An abandoned sleigh carrying a pile of gifts sits on the surface of a frozen lake. The ice is cracked and unstable.
5. The party are invited into a small log cabin. The owner has made a feast, but has no one to share it with.
6. A white stag with shining antlers motions for the party to turn off the main road and into a denser section of trees.

1d6

Magical wonderland

1. A band of eight human-sized, enchanted nutcrackers marches past the group. They are charging into battle.
2. A welcoming grotto becomes more sinister when the party uncover a number of frozen individuals in the backyard.
3. The party is surrounded by a flurry of terrified ice pixies, significantly limiting the visibility of the road ahead.
4. A peculiar tree's branches are covered in decorations that depict the party's most cherished memories.
5. Strips of enchanted ribbon start swirling around the players, making bows in their hair and dancing at their feet.
6. The party pass a revolving carousel. The carved wooden polar owlbears and unicorns begin to come to life.

1d6

An unexpected visitor

The ultimate festive surprise, encounters can inject an exciting change of pace into your game. Use these prompts to add an surprising twist while your party is travelling, or introduce some jeopardy when players are feeling relaxed.

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Critical Effects

Critical hit, a seasonal success!

01-49.	You attack with a flourish and deal a regular critical hit.
50-54.	It is easier for you to hit your grouchy foe next turn, as they are busy complaining.
55-59.	You are protected by your festive cheer; this enemy will struggle to hit you next turn.
60-62.	You can move faster next turn, like you're gliding on ice.
63-65.	In a puff of snow and glitter, you can disengage from combat this turn if you would like to.
66-68.	Scared of ending up on the naughty list, your enemy is frightened of you for a turn.
69-71.	Your enemy is deafened for one turn and can only hear sleigh bells ringing.
72-74.	You sip hot cocoa after your attack, spurring you on and healing you slightly.
75-77.	Your attack makes your enemy drop a gift-wrapped item they were carrying.
78-80.	After being startled by your attack, your enemy drops their weapon on the floor.
81-83.	As they slip on wrapping paper, you can easily shove your enemy away.
84-86.	Your slow foe must be full of pudding. You can easily dodge their next attack.
87-89.	You get a damage boost until combat ends, 'tis the season!
90-92.	As they become tangled in ribbon, you get another hit on your enemy.
93-95.	Candy sugar rush! It is easier to hit all enemies next turn.
96.	Your enemy gets their leg caught on holly, they move at half speed next turn.
97.	Roll your dice once more during damage calculation and hit your enemy with festive gusto!
98.	If they fail a roll, your target will become charmed by your festive cheer for one round.
99.	Confetti explodes around you as you attack, temporarily blinding your foes.
100.	You are a winter wonder! Roll twice on this table, and keep both critical hit effects.

1d100

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Give the gift of combat this year

To add a festive twist to your combat encounters, why not ask your players to roll 1d100 after scoring a critical hit or miss? The themed outcomes are weighted to percentages, meaning the more powerful events are rarer than others. All you have to do is sat back and watch the holiday chaos unfold!

Critical miss, what a festive fiasco!

01	You hit yourself with your attack for full damage!
02	Like a deer on ice, you lose your footing and fall prone.
03	You hit a friend of yours for half damage, that's not in the spirit of the holidays!
04	Your weapon is chipped and damaged; you will have to put another on your gift list.
05	You think you see a shooting star, and you leave yourself open for a foe to attack.
06-08	The smell of sprouts fills the air, and you feel nauseous.
09-11	Hanging mistletoe hits you in the face, and you are blinded until your next turn.
12-14	Running after a meal has made you feel sick, you miss the next round of combat.
15-17	You sneeze and hit yourself for half the damage.
18-20	Your holiday excitement is taking its toll; you feel exhausted until you rest.
21-23	The candy in your bag has attracted more enemies.
24-26	Make a successful roll, or slip on snow on your shoes and fall prone.
27-29	You're finding the holidays too relaxing, your attacks next turn do half damage.
30-32	Your armour gets caught on a decoration, and you are grappled by it next turn.
33-35	Make a successful roll or become sick from eating too much candy at once.
36-38	You stand on a toy, ouch! Move at half speed next turn.
39-41	Covered in glitter, you are an obvious target for your enemies next round.
42-44	Make a successful roll, or become charmed by your target's winning smile.
45-49	The cold numbs your hands and you drop your weapon.
50-100	You missed your enemy and made a fool of yourself.

1d100

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Presents and Gifts

Generous presents

1. Chunky candle that smells like sweet, winter berries.
2. Homemade, apple marmalade in a tartan-wrapped, sealed jar.
3. Small pouch of dried fruit and spices for mulling wine.
4. Stuffed teddy owlbear wearing a yellow scarf and little boots.
5. Extravagantly iced cupcake covered with red sprinkles.
6. Bronze lantern with floral designs cut out of its casing.
7. Board game about defeating a troll, with wooden pieces.
8. Silver pocketwatch with an engraved snowflake design.
9. Expensive myrrh perfume in a glass spray dispenser.
10. Painting case with elegant brushes and vibrant pigment.
11. Gift certificate for a discount at the local blacksmith.
12. Signet ring, with a night-sky design and diamond stars.

1d10

Unwelcome gifts

1. Pickled kobold's eye resting in a jar filled with green brine.
2. Knobbly swede that is starting to go rotten around the edges.
3. Pet rock with two googly eyes painted onto its surface.
4. Booklet with tutorials on how to create outdated hairstyles.
5. Sealed box containing 'luxury' meat paste for sandwiches.
6. Bound, parchment calendar for the year just passed.
7. Leather waterskin with a strap and a hole in its base.
8. Purse full of gold pieces that are clearly counterfeit.
9. Tatty novel with scribbled notes that spoil the plot.
10. Coffee beans that are thinly coated in a tasteless laxative.
11. Cheap silvery necklace that leaves a green stain on skin.
12. Pair of odd socks, which both have a hole in the heel.

1d10

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Magical Equipment

Gifted weapons

1. Thin red-and-white candy-striped club. Anyone hit with it experiences toothache.
2. Three shiny bauble grenades that blind foes with glitter.
3. Star-shaped shield. When hit, a loud, festive jingle rings out.
4. Six arrows fletched with yarn. They can transform armour into a knitted jumper.
5. Snowflake net that freezes creatures caught inside.
6. Toymaker's hammer. Tapping it against a tree allows the tree to talk for one minute.
7. Carving knife that temporarily grounds a flying creature.
8. Mistletoe-patterned sickle that poisons anyone it hits.
9. Crossbow bolts that make foes swell up like bright-red berries.
10. Gold longsword that can melt any ice. The hilt is wrapped in ribbons.

1d10

Must-have toys

1. Porcelain doll that can transmit the user's voice if they are within one mile.
2. Golden yo-yo. The string can restrain one medium creature.
3. Toy soldier. Once per day, it can grow to full size and fight alongside the user.
4. Paper crown that protects against mind-reading attacks.
5. Wooden hobby-horse that is twice as fast as a normal horse.
6. Animated shadow puppets depicting the party.
7. Bag of marbles that create coloured lights in dark spaces.
8. Stacking dolls. Items placed in the smallest doll are hidden from everyone but the owner.
9. Copper kaleidoscope that reveals magical disguises.
10. Hoop and stick. The user can throw or roll the hoop, then teleport into it.

1d10

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Winter Transport

Trusty and traditional

1. Open carriage pulled by an elderly white mare. It is normally used for town tours.
2. Hot-air balloon, decorated like an enormous pudding.
3. Painted canal boat with an iron hull to help break ice.
4. Flea-ridden reindeer with bad breath and worn saddlebags.
5. Dog sled pulled by a team of huskies. The sled has a cosy sleeping bag.
6. Mechanical cable car. The wooden cars are decorated with strings of lights.
7. Polished wooden skis with silver-topped poles.
8. Bright-red, child-sized wooden toboggan.
9. Horse-drawn snow plough with room for one driver.
10. Wagon with heavy curtained sides. Inside, it is lined with thick patchwork quilts.

1d10

Magical modes of transport

1. Old and shabby post carriage that travels three times faster than a normal carriage.
2. Pine broomstick. It only flies at night, but always smells nice.
3. Silver ice skates that don't leave any tracks.
4. Small caravan pulled by a miniature pony. Much bigger on the inside than it appears.
5. Enormous, elegant sleigh, pulled by nine flying reindeer.
6. Magical candy steam train. Temporary chocolate tracks appear to guide its path.
7. Snowmobile carved out of ice. It freezes water it travels over.
8. Clockwork mule that can always find its way, even if its rider is lost or sleeping.
9. Costume fairy wings that allow their wearer to hover.
10. Polar bear that has been tamed by enchanted reins.

1d10

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Making Resolutions

The close of the festivities is the perfect chance for your party to make some resolutions for the future. You could also roll to discover the intention of a villain who, inspired by the magic of the holidays, vows to change their ways.

Their resolution is to...

1. keep better track of their expenditure and not spend more coin than they have.
2. find a new hobby that is far out of their comfort zone.
3. make amends with a former foe and give them a gift.
4. publish a newsletter reviewing bakeries and try to sign-up as many readers as possible.
5. volunteer for the worst shifts when keeping watch.
6. clean their weapons, clothing and equipment on a more regular basis.
7. be more patient with other people, even when they are really annoying.
8. read more classic literature and find a book club where they can share their thoughts.
9. seek out unusual recipes and ingredients in order to experiment with their cooking.
10. meditate for at least 1d4 hours a day to try and find inner peace.
11. do a daily good deed for someone else, ideally without them knowing.
12. start, and finish, writing their autobiography and try to get it published.
13. try out new hairstyles and more daring outfits.
14. take a holiday. They will use it as a chance to relax.
15. start a new fitness regime focusing on stretching and improving their flexibility.
16. find a like-minded pen pal and write to them regularly, with updates on their life.
17. adopt a new pet and teach them a series of tricks.
18. learn to play a new musical instrument, practising daily at dawn.
19. avoid putting themself, or others, in unnecessary danger due to their actions.
20. climb the tallest mountain in the land and swim in the deepest lake.

1d20

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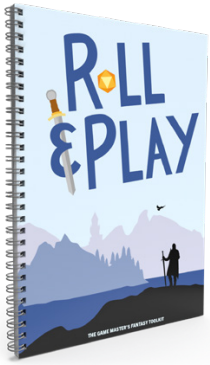

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